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Wii™

THE LEGEND OF ZELDA®

Twilight Princess

INSTRUCTION BOOKLET

Vimm's Lair

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

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Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

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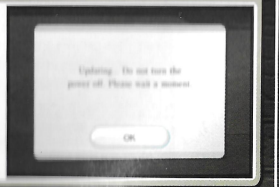
Vimm's Lair

System Menu Update

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii System Update screen will appear. Press OK to proceed.



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Zimm's Lair

Prologue

Deep in the southernmost region of the kingdom of Hyrule lies a village by the name of Ordon. Cradled in the scenic beauty of pristine farmland, the villagers of Ordon make a living by raising livestock. Among the villagers is a boy known as the most skillful rider in all the land. A boy who, it is expected, will one day take over the responsibility of leading Ordon as the village chief. His name is Link...

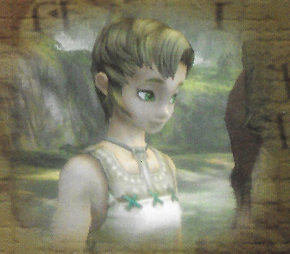
Trusted and liked by all the villagers, Link is especially loved by the other children of Ordon, among whom he holds unofficial status as the leader of the pack. Link spends his days as a ranch hand and learns the ways of the sword from the village's lone swordsman, Rusl, in his spare time. He often displays his newly honed skills to the village youths, which makes him even more popular.

One day Link is showing off his swordsmanship as usual, when a monkey appears. "Hey! That's the monkey that's been causing trouble all over the village! Let's get him," cry the children. They run after the monkey into the forest. Link rushes into the heart of the woods after them and is shocked to find that the dark thickets are teeming with countless monsters. After fighting his way through their ranks, Link rescues the child and the monkey from the cage where they are held captive.

Until now, the forest had always been a safe place...

The next day, after much encouragement by Rusl, Link prepares to set out and deliver the village's tribute to Hyrule Castle. Having never visited the castle before, Link is in high spirits as he prepares for his journey, but when his childhood friend Ilia notices a wound on Epona's haunch, she gives Link an earful for being so careless with his horse. In a huff, Ilia leads Epona away.

Link tracks down Epona and Ilia at the mystical spring nearby and attempts to apologize for injuring Epona. But no matter how many times he says he's sorry, Ilia simply refuses to forgive Link. Then Colin, a young boy from the village who idolizes Link, steps forward to mediate the situation. Thanks to Colin's explanation, Link is finally able to get Ilia to drop her guard and talk with him. Having warmed back up, Ilia tells Link, "Come back safely, and don't do anything reckless!"



Just then...

A monster astride a huge boar comes crashing out of the forest. The fearsome monster and its mount break through the gate to the spring and attack the youths.

Caught off guard by the sudden assault, Link is helpless to stop the monster from delivering a blow that renders him unconscious. Through the fog of his half-conscious mind, Link watches Colin and Ilia get swept off by the monster...

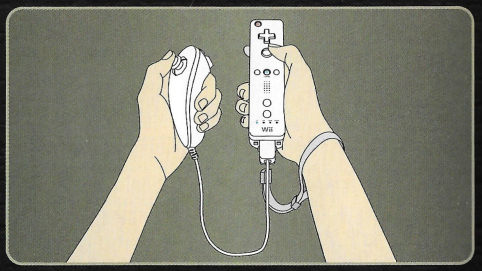
Vinny's Lair

USING THE CONTROLLER

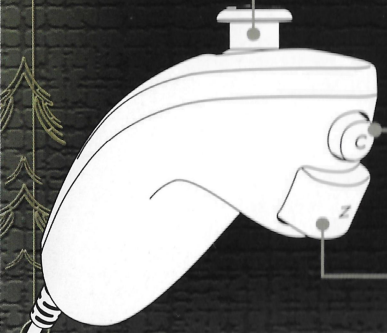
This section is devoted to explaining the controller grip and basic in-game controls for this game. For more detailed explanations of how to swing and shake the Wii Remote and Nunchuk, please refer to the individual pages dedicated to advanced functions, or check the in-game tutorials.

How to Hold the Controllers

Hold the controllers as depicted on the right. Make sure to pass your hand through the wrist strap on the Wii Remote and tighten the attached cinch before you start playing.



Nunchuk

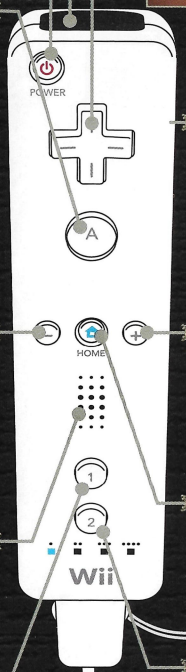


Control Stick
Walk/Run/Swim/Jump
Cycle through options
→p20

C Button
Switch to first-person perspective
→p23

Z Button
Z-target
→p20

Wii Remote



Pointer

Power Button
Turn the Wii Remote on/off

A Button
Talk/Check/Open/Pick Up/Throw, etc.
Perform action displayed at the bottom of the screen →p22
Select an option

Minus Button
Toggle Items screen
Skip cut scene (press twice) →p15

Speaker
Emits sound effects

1 Button
View map →p16

+Control Pad
Talk to Midna →p27
Assign an item to the B Button (switch out assigned item) →p28

B Button
Use assigned item →p28

Plus Button
Toggle Collection screen →p18

HOME Button
Toggle HOME Menu

2 Button
Toggle minimap on/off →p13

GETTING STARTED

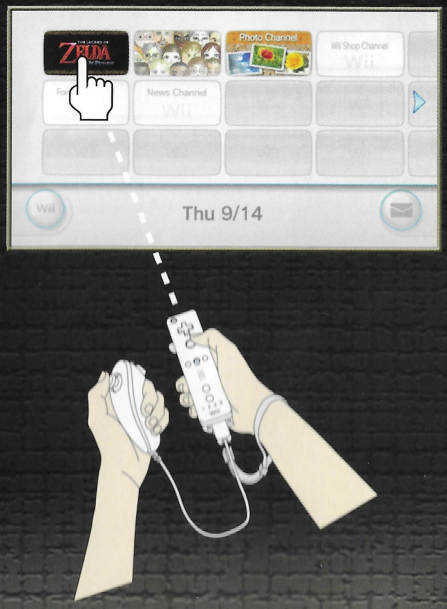
1 Carefully insert your Legend of Zelda: Twilight Princess Game Disc into your Wii's Disc Slot. Your Wii console will turn on. The screen below will appear on your television. When you have finished reading the warning, press Ⓐ.

*You can insert the Game Disc even if your Wii console is already on.

*In-game text display will default to the language selected in Wii Settings. To switch between English, French, and Spanish, return to the Wii Menu and change the language in Wii Settings.

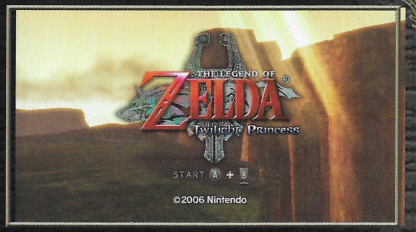
⚠WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at
www.nintendo.com/healthsafety/
Press Ⓐ to continue.

2 From the Wii Menu, point at the Disc Channel icon with your Wii Remote and press Ⓐ.



3 Next, the system will display the Channel Preview screen. Choose Start and press Ⓐ.

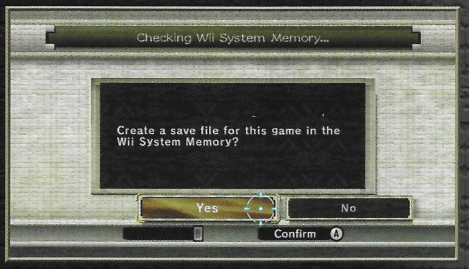
4 After the wrist-strap screen, the game's title screen will appear. Press Ⓐ and Ⓑ to bring up the Quest Log screen.



Choosing a Quest Log

When starting a new game...

When you start a new game, you'll be asked to create a save file on your Wii's internal memory. Point to Yes and press Ⓐ to do so. To save your game, you need to have at least 1 block of free memory.



Enter a name for your main character and horse. Point and press Ⓐ to enter each letter. After you have entered your desired name, click on the END icon to advance to the TV Settings Check Screen →P12 and begin the game.

*You can also select files and letters by using ◉.

When loading a saved file...

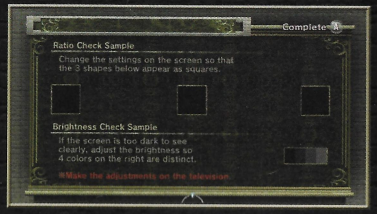
To load a previously saved game, choose a file with game data already saved in it and select Start to continue playing from where you left off.

Save Information

The upper window in the file displays your current life total, play time, etc., while the bottom window displays important items.

Copy	Copy a save file to another Quest Log.
Erase	Delete a save file. Please note that once a file is deleted, it can never be recovered. See the Wii Operations Manual when you would like to erase the data from Wii System Memory.
Start	Begin the game.

Television Settings Check


Complete A
Ratio Check Sample
Change the settings on the screen so that the 3 shapes below appear as squares.
Brightness Check Sample
If the screen is too dark to see clearly, adjust the brightness so 4 colors on the right are distinct.
Make the adjustments on the television.

This is a tool to help you calibrate your television's brightness, vertical display ratio, and horizontal display ratio. Use the provided images to fine-tune your television. When playing in 16:9, remember to set both the console and your television to 16:9 display mode. For a more detailed explanation, please consult the Wii Operations Manual.

THE GAME SCREEN

During the course of your adventure, you'll use your main screen and several other displays such as the Items screen and map screen. Let's take a look at their basic layouts.

Main Screen

Your main screen adapts to each situation. It changes to display special gauges and to tell you what actions are available to you in a given location.

Life Gauge

A gauge that decreases when you take damage from an enemy or from your natural environment by doing something like falling from high up.

Action Icon

Displays which actions and selected items are available to you by pressing each direction of ✚.

B Action

The item currently assigned to B. Use this item by pressing B.

Rupees

Available money.

Minimap

A map of your immediate surroundings. Press 2 to toggle this map display on or off.

A Action

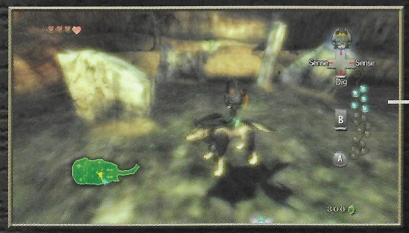
The action currently assigned to A.

Adaptive Command

An action particularly important to the area you are in.

Special On-Screen Displays

As you progress through the game you'll see several special displays and gauges. For more information, please refer to the in-game tutorials. Listed below are a few examples.



Vessel of Light Gauge

When you are carrying the Vessel of Light, this gauge displays how many Tears of Light you have left to find.

Oxygen Gauge

This gauge appears when you are underwater. When the gauge empties, it's game over for you.

About Game Over

When your life gauge runs out, the game is over. At the Game Over screen, you will be asked if you would like to Retry. Select Yes to retry from the area you were just exploring. Select No and you will return to the title screen.

The Items Screen

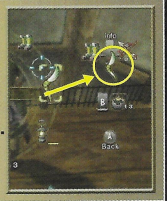
Press − on the main screen to access the Items screen.

Assigning and Using Items

1 Point to the item you want to assign. You can cycle through items with ◎.

You can also receive an explanation for individual items by pointing at them and pressing ✚.

2 Use B and ✚ to assign items to those buttons.



3 Back on the main screen, swap out the item assigned to B with those assigned to ✚.

4 Press B to use the assigned item.
(You can use some items by pressing the ✚ button to which they are assigned.)

For more specific explanations on item usage, please refer to →P28 Using Assignable Items.

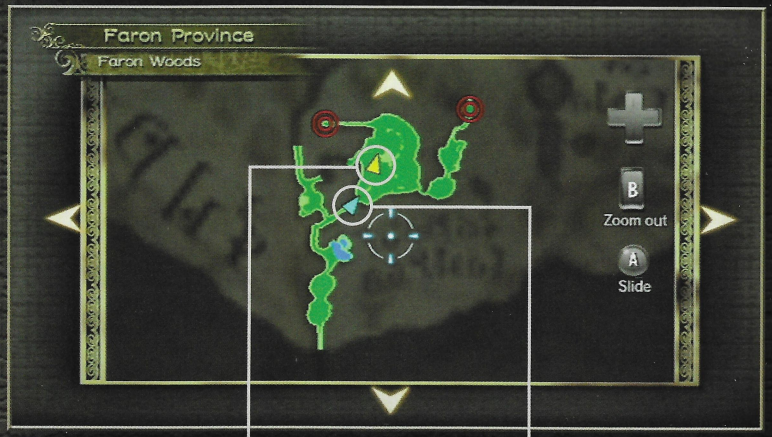
Bow and Arrow Combinations

On the Items screen, there are certain items you can combine with Link's bow and arrows. For example, after setting the Hero's Bow to ✚, ✚, ✚, or B, point to your bombs and press Z to create bomb arrows.

The Map Screen

Pressing ① on the main screen switches you over to the map screen. Here you can check your current position and destination.

Field Map



Link's current position and heading

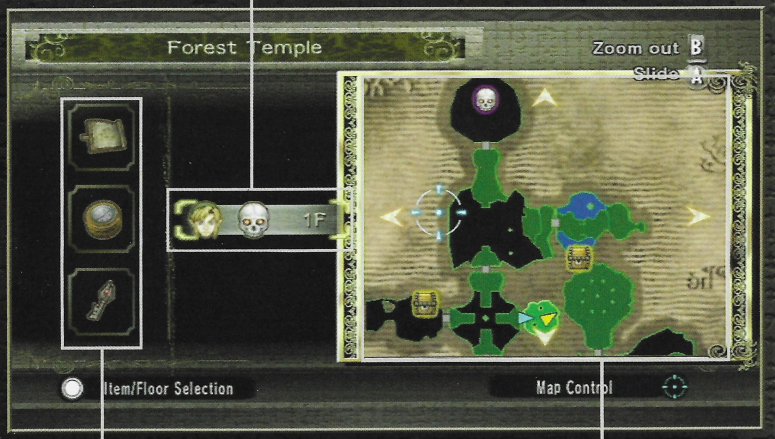
Location of where Link entered the area

Field Map Screen Controls

A	Zoom in
B	Zoom out
	Slide map around (when zoomed in)
Position map by grabbing with A and dragging	
Point	Select an area with A (when zoomed out)

Dungeon Map

Dungeon Floor



Dungeon Items

Dungeon Map	Shows a map of every room in the dungeon.
Compass	Reveals the position of treasure chests and the current dungeon's boss.
Big Key	Opens door to boss's lair.

Map Legend

Room you are currently in
Room you have been in
Room you have yet to enter
Door
Treasure Chest (visible after obtaining the compass)
Boss (visible after obtaining the compass)

Dungeon Map Screen Controls

A	Zoom in
B	Zoom out
	Change displayed dungeon floor Select item on the dungeon map – Press A for an explanation
Position map by grabbing with A and dragging	Slide map around (when zoomed in)

Gamer's Lair

COLLECTING AND EQUIPPING ITEMS

From the Collection screen, you can access a variety of equipment information, item information, and records, as well as save and change game options.

Viewing the Collection Screen

Pressing ⊕ on the main screen switches you over to the Collection screen. From this screen, you can change your equipment by pointing to items and pressing Ⓐ. Also, if you point to one of the icons on the lower left, like Hidden Skills, and press Ⓐ, you will open a screen with more detailed information regarding that item.

Collection
Back B
Open A
Fish Journal
A bobber-fishing journal. Press 1 to open it and view the largest size and number of fish Link's caught.
Save
Options

Pieces of Heart

Collect 5 to make a Heart Container →P31.

Fused Shadows

Mysterious items that Midna →P27 is after. The ones you have gathered are displayed here.

Gathered Items

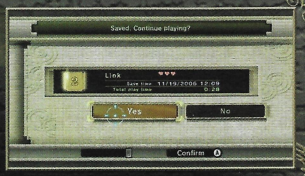
As you progress through the game, expect to see lots of new items show up here.

Equipment

Displays your current collection of equipment. The icons for currently equipped items are framed in gold.

Fish Journal	View your personal fishing records
Golden Bugs	View your captured golden bugs
Letters	Read received letters
Hidden Skills	Review all the skills you have mastered

Save



Clicking this icon lets you save your progress. Point to the Quest Log for your game and press Ⓐ to save. After doing so, the game will ask you if you want to "Continue playing the game?" If you select Yes, you will return to the game. If you select No, you will return to the title screen. With the exception of certain special events, you can save in this manner any time you like. However, please be aware that when you load a saved game and resume playing, you will start from a designated spot within the area and not your exact previous location.

(For dungeons, this starting point is the entrance to the dungeon.)

When the game is saving, please make sure you do not turn off your Wii console. Doing so may damage the machine.

Options

Here you can adjust game settings. Point at the setting you want and adjust it with ◎◀▶. Approve the changed settings by pressing Ⓐ. (You can also select settings with ◎▼▲.)

Lock-on Type	Switch Z-targeting cursor control. (Press Z once to lock cursor/Hold Z to lock cursor.)
Camera Control	Change the camera controls between standard and inverted.
Pointer	Control your aiming cursor with/without your Wii Remote. When you select OFF, you control your aiming cursor with ◎.
Icon Shortcuts	Turn icon shortcuts on or off. When on, you can access your Collection, Items, and map screens via your Wii Remote.
Pointer Settings	Calibrate your Wii Remote's cursor position. Press ⊕ and then follow the on-screen calibration instructions to calibrate.

LINK'S ACTIONS

Link is capable of all sorts of actions. Master his basic movements and always keep an eye on the Action Icons → P13 while progressing through the game.

Walk/Run/Swim/Jump

Use ◎ to move Link. (In water, you control his swimming the same way.) The farther you tilt ◎, the faster Link will move in that direction. When you come to an area with a gap, Link will automatically attempt to jump it. Furthermore, if you press Ⓐ while moving, Link will perform a quick forward roll that allows you to ram into objects in front of you.

Z-target / Defend

While engaging the enemy, press to Z-target.

After drawing near an enemy, you will see a ▼ above the enemy. Press Z. When you do so, the mark will change to ↕, indicating that you are locked on to that enemy. This allows you to keep focused on one enemy in the heat of battle.

While holding down Z, you will lock on to the enemy and defend simultaneously.

Steady your aim while using items.

While using the bow, slingshot, etc., press to Z-target your mark for greater accuracy.

Talk with people from a distance.

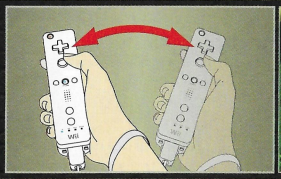
When you Z-target a character standing far away, a ↕ will appear over them and you can press Ⓐ to speak with them.

Wielding Your Sword

When you have a sword, you can swing the Wii Remote and Nunchuk to swing the sword.

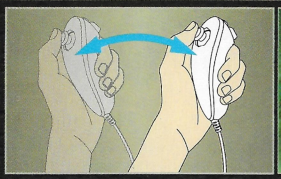
Slice

Swing the Wii Remote gently. Multiple swings in a row unleash a combo attack.



Spin Attack

Swing the Nunchuk side to side.



Jump Attack

Z + A

Other Combat Moves

Sidestep	Z + ◎ + A
Backflip	Z + ◎ + A

Sidestep

Tunnel's Lair

A Multiple Actions

Depending on the situation, A can trigger any of the following actions.

Talk, Check, Open

You can talk with nearby people, check signs and suspicious areas, or open treasure chests and doors.

Pick Up, Throw/Set Down

Pick up, carry, and set down pots, rocks, etc. Press A while moving and carrying something to throw it. You can also throw when you are targeting something by simply aiming forward and pressing A. Swinging the Wii Remote lightly will also cause Link to throw the item he is carrying.

Enter

Press A to make Link crawl into small holes and tight spaces. While inside a hole, use ◎ to move backward, move forward, and choose paths.

Grab → Push/Pull

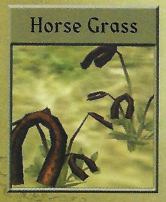
You can move some large objects and wooden boxes. Press and hold A to grab the object and then use ◎ to push or pull.

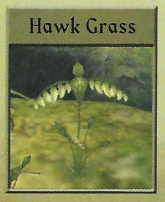
C First-Person Perspective

Press C to switch to a first-person perspective and use either ◎ or point with the Wii Remote to look around.

A Grass Whistles

There are areas of the land where special whistle grass grows. If you are near the grass, press A to pick up and whistle with the grass. There are two types of special grass, one for horses and one for hawks. Depending on the type, you can call your horse to your side or get a hawk to fetch a hard-to-reach item for you. In the right situation, you might even be able to get a hawk to aid you in battle.





Riding Your Horse

Press Ⓐ while near your horse to mount up. While mounted and stationary, press Ⓐ to dismount from your steed.

Riding

Move around with ◎. When you tilt ◎ toward yourself lightly, your horse will back up. Tilt ◎ backward firmly and the horse will neigh and turn around.

Gallop

Press Ⓐ to expend one dash icon and make your horse gallop. While galloping, you can jump over fences and small obstacles.

Dash Icons

These indicate the number of times you are able to dash. They regenerate over time when used.

Swing Your Sword

If you have a sword in hand, you can attack from atop your horse. As when you are standing, swinging your Wii Remote or Nunchuk also swings your sword when you are riding. →P21

Controls for Wolf Link

In the course of Link's adventure, you'll sometimes play as Link transformed into a wolf. While transformed, certain elements of the controls change and you become unable to use items.

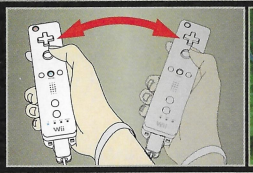
A Multiple Actions

Pressing Ⓐ triggers your dash while moving, as well as several other situation-dependent actions. In addition, you can talk to animals while in beast form with this button.

Attacks

Bite

Swing your Wii Remote lightly.



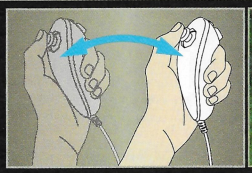
Jump Attack

Z + Ⓐ

*If you press Ⓐ rapidly after successfully biting an enemy, you can continue to bite at the enemy.

Spin Attack

Lightly swing the Nunchuk from side to side.



Energy Field Multiple Strike Attack
(When Midna is riding on your back)

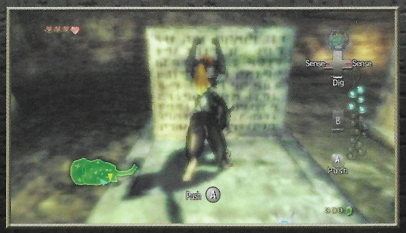
Hold down B ▶ Lock on to enemies ▶ Let go of B.

*This move attacks all enemies within the energy field.

Tummi's Lair

A Push/Drag

Bite into moveable items by pressing and holding A, then move them around with the Control Stick.



✚ / ✚ Sense

When you press ✚ or ✚ you become able to see things invisible to the naked eye and catch scent trails. If you are searching for something, or just simply think things look fishy, use the Sense command and search around.

✚ Dig

Dig at the ground by pressing ✚. Dig in certain spots and you may unearth items or find a way through to the other side of a locked gate. Try using the Sense command before digging for items.

Howl

When you are a wolf, you can howl near whistle grass. Do so and a hawk may come to your aid with a hint about what to do next.

You howl by using three differently toned calls in combination. Try following the combinations indicated by the blue lines.

A Howl

Change the pitch of your howl

(three different pitches available)

✚ Talk to Midna

Once you've met up with Midna, you can call her with ✚ and use her power to perform certain special actions. Later in the game, she'll even help you to warp to different areas. Also, when Midna wants to talk to you, an icon of her will flash on-screen and you can listen by pressing ✚.

Z + A Long-Distance Leap

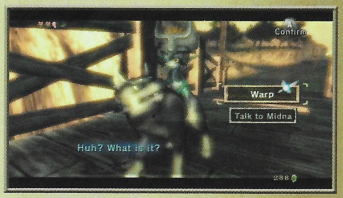
At specific locations, you can perform a special long-distance leap.

- Midna's icon flashes
- Press ✚
- Press Z to lock on to Midna
- Leap by pressing A

Midna Icon

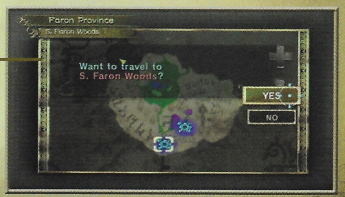
Warp

When prompted by Midna, you can choose to warp. When you do so, the map screen pops up and you can point at your destination. When you've selected your preferred destination, warp by pressing A.



Warp Locations

The destinations you can warp to are set for each area and increase in number as you progress through the game.



Vinny's Lair

ITEMS

There are two types of items. The first type needs to be assigned and have the assigned button pressed in order to be used. Examples of this are the slingshot and the lantern. Other items have an instant effect the moment you pick them up.

Using Assignable Items

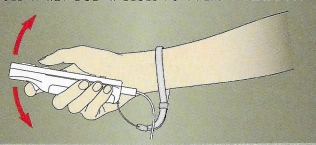
When you want to use an assignable item, first go to the Items screen →P15 and assign it to ✚, ✚, or ✚.

Pressing the button you assigned the item to will set the item to B and allow you to use the item by pressing B. Press A to put the item away. (Some items can be used by simply assigning them to ✚.)

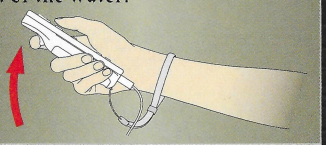
Fishing Rod

You can fish in rivers and lakes. When bobber fishing, press B to swing your rod and dip in your line. (Lure fishing →P36)

Float your bobber in the water and shake the Wii Remote up and down, then wait for a fish to take a nibble.



When you get a bite, swing your Wii Remote up. Keep it up to pull the fish out of the water.



How to Attach Bait You can attach bait to your hook. First, put some bee larva or a worm in an empty bottle and assign the bottle to ✚. Once you have your fishing rod assigned to B, press the ✚ that you assigned your bait to and you'll attach your bait to your hook.

Slingshot

This shoots pellets. Aim for faraway objects.

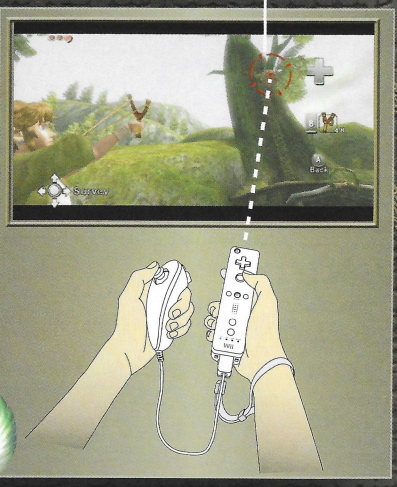
Using the Slingshot

Hold down B.

Use the Wii Remote to look around. Move your crosshairs with the Wii Remote to find your mark.

Let go of B.

You can lock on to a target with Z for greater accuracy.



Gale Boomerang

This boomerang whips up a breeze to daze distanced enemies and retrieve items. It is controlled in the same way as the slingshot. Additionally, the boomerang has the ability to lock on to multiple targets with Z.

Use Z to Lock On.

Lantern

This item burns bright to light the area around you and provide you with a fire. You can use other items while using the lantern.

How to Replenish the Lantern's Oil

When you want to refill the lantern's oil, assign the lantern to B. Once you have done that, set a bottle filled with oil to ✚, ✚, or ✚ and press that button to refill.

Remaining Oil

This gauge shows how much oil is left in your lantern. When the gauge empties, your lantern will go out.

Vimm's Lair

Empty Bottles

You can use empty bottles to take liquids and other items around with you. You can fill them with medicine that restores your life gauge, oil for your lantern, fishing bait, or even fairies you've captured.

Bombs

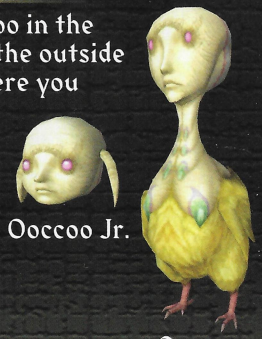
You can use bombs to damage enemies and break down walls. Press B once to bring out a bomb and B one more time to place or throw it.

Hero's Bow

Use the Hero's Bow to aim at faraway enemies and cue out-of-reach switches in the dungeons. Controls for the Hero's Bow are the same as the ones for the slingshot →P29.

Ooccoo (and Ooccoo Jr.)

Using Ooccoo in a dungeon leaves Ooccoo in the dungeon, allowing you to warp back to the outside world. When you want to return to where you left Ooccoo, use Ooccoo Jr.



Pieces of Heart and Heart Containers

Find a Heart Container or collect 5 Pieces of Heart to increase the capacity of your life gauge →P13 by one heart.

Heart Container

Piece of Heart

Supplemental Items

Supplemental items appear when you vanquish enemies and move objects. Their effects are instantaneous and kick in the moment you pick them up. They are hidden all over, so move things around and cut down the grass to search for them.

Rupees

Currency you can collect. The value of each Rupee is determined by its color.

Heart

Refills a little of your life gauge.

Pumpkin Seeds

You can use these seeds as ammunition for your slingshot. You can hold up to 50 at once.

Vimm's Lair

CLUES FOR YOUR QUEST

Here are a few hints to help you along your way. If you find yourself stuck at a puzzle or have trouble defeating a strong enemy, look here for a little advice.

Q I'm stuck here and I'm not sure where to go. What should I do?

A Are you sure you didn't overlook something? Check all over the area thoroughly for doors, unopened treasure chests, and new paths. Depending on where you are in the game, you might be able to get a hint from Midna by pressing ✚.

There are lots of ways to use the items you have.

Have you tried using that new item you just got? Try using it in a lot of ways, usual and unusual. You may be surprised at the results.

As for weapon items...

Items that you can use to attack enemies, like the boomerang, aren't just there for fighting. Try to master all the uses of these items by adapting them to your situation and using them wherever it seems possible.

Gather Information

Talk to everyone! If you are transformed into a beast, use your Sense →P26 ability and talk to nearby animals to gather information.

Q What advantage does Z-targeting offer me?

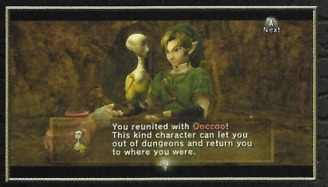
A By Z-targeting an opponent, you can maneuver around in battle without losing sight of your enemy. You'll find it especially useful against quick or flying opponents. You can also speak to people from a distance by Z-targeting them.

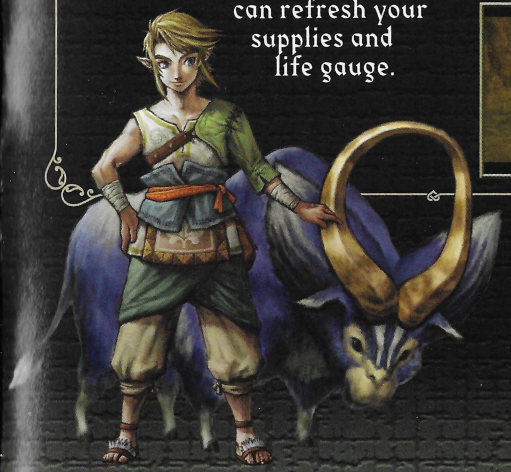
Q I can't take down this boss... What should I do?

A Each boss has its own special characteristics. While dodging incoming attacks, take some time to think up a fighting strategy that is appropriate for the boss. Don't forget to search the immediate area for hearts when your life gauge gets low.

Q How do I effectively use Ooccoo?

A Use Ooccoo in a dungeon and you'll be able to travel back and forth from the outside world with ease. If you are having trouble finding hearts in a dungeon or you run out of oil for your lantern, try using Ooccoo to leave the dungeon so you can refresh your supplies and life gauge.



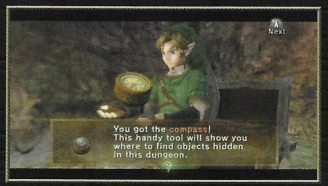


Q I'm always running out of hearts... What should I do?

A You can increase the capacity of your life gauge by collecting Heart Containers and Pieces of Heart. Each time you defeat a dungeon boss, you will gain one more Heart Container. Pieces of Heart, on the other hand, are hidden all over the world. Search the dungeons and fields for stray Pieces of Heart, and remember that you can even win a few in certain minigames.

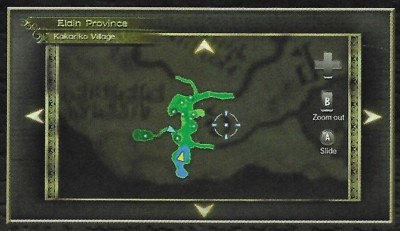
Q What do I do if I get lost in a dungeon?

A It's really easy to lose your way in dungeons. If you get lost, take a look at your map and plan a route to travel. If you manage to find a compass, you'll become able to see the whereabouts of the boss and treasure chests within the dungeon. That information should help you get through some of the more puzzling situations you'll face.



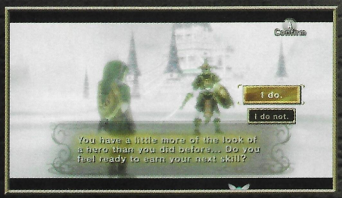
Q I can't find the Tears of Light...

A Take a good, long look at the map. Lots of information, including where the Tears of Light are located, is recorded on the map. If you ever get lost, the first thing you should do is take out that map.



Q What about skills?

A As you progress through the game, you'll occasionally encounter a character who will teach you advanced sword skills. Master these skills and remember to employ them against strong foes.

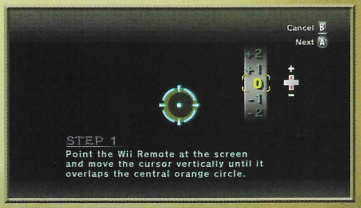


Q There are these weird glowing bugs crawling around...

A You might spot some glowing bugs in the fields and dungeons of the game. Those little creatures are called golden bugs. Something good might just happen if you collect them.

Q The pointer doesn't seem to control well.

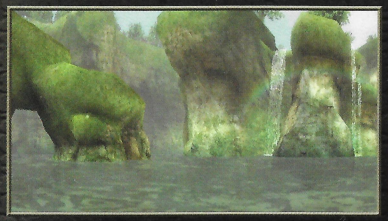
A Access Pointer Settings from the Options screen. Here you can calibrate the pointer's positioning and optimal operating distance. If you still have problems with pointer sensitivity or accuracy after attempting calibration, please refer to your Wii Operations Manual for further assistance.


Cancel B
Next A
STEP 1
Point the Wii Remote at the screen and move the cursor vertically until it overlaps the central orange circle.

Vimm's Lair

Lure Fishing

Once you reach a certain point in the adventure, you will be able to try your hand at lure fishing at the fishing hole. If you are feeling worn out or stumped during your adventure, why not take a breather and try your hand at a little fishing?

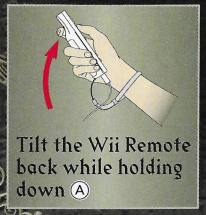


Controls for Lure Fishing

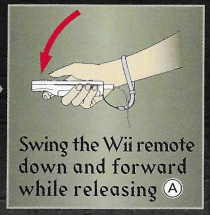
1 Move around in your canoe and search for a fishing spot.

2 When you've found your spot, press B to pick up your fishing rod and decide which way you are going to cast your lure with ◎.

3 Hold down A while tilting the Wii Remote back, then swing the Wii Remote forward while releasing A to cast your lure.

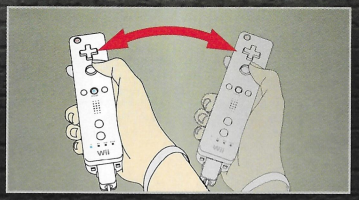


Tilt the Wii Remote back while holding down A

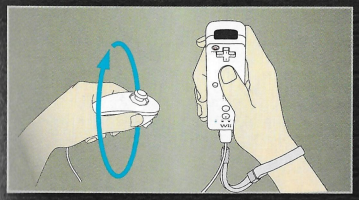


Swing the Wii remote down and forward while releasing A

4 Once the lure has hit the water, you can use your Wii Remote to tug the lure around and wait for a fish to bite.



5 When you hook a fish, tilt the Wii Remote upright and rotate the Nunchuk as pictured to reel the lure back in.



6 Once you've pulled the fish near enough to the boat that the Land icon appears, press A + B to haul the fish out of the water.

Tips on Lure Fishing

When you're reeling in a fish, the fish may jump out of the water to try and break free. You can reduce the fish's chances of escape by tilting the Wii Remote forward when this happens.

Lots of fish gather around shorelines and boulders.

Gimmy's Lair

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